NES-XB-USA ★

BOULDER DASH®

INSTRUCTION MANUAL

JVC

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo® for play on the

Nintendo
ENTERTAINMENT SYSTEM®

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PRECAUTIONS

1) Be sure to switch off the Nintendo Entertainment System when inserting or removing this Game Pak.
2) Avoid touching the terminal pins, and do not get them wet.
3) This game should not be stored in places of extreme temperature.
4) Do not clean this Game Pak with thinners, benzine, alcohol, or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Thank you for purchasing JMI's Game Pak, BOULDER DASH® Please read this instruction manual to ensure proper handling of your new game, and keep the manual for future reference.

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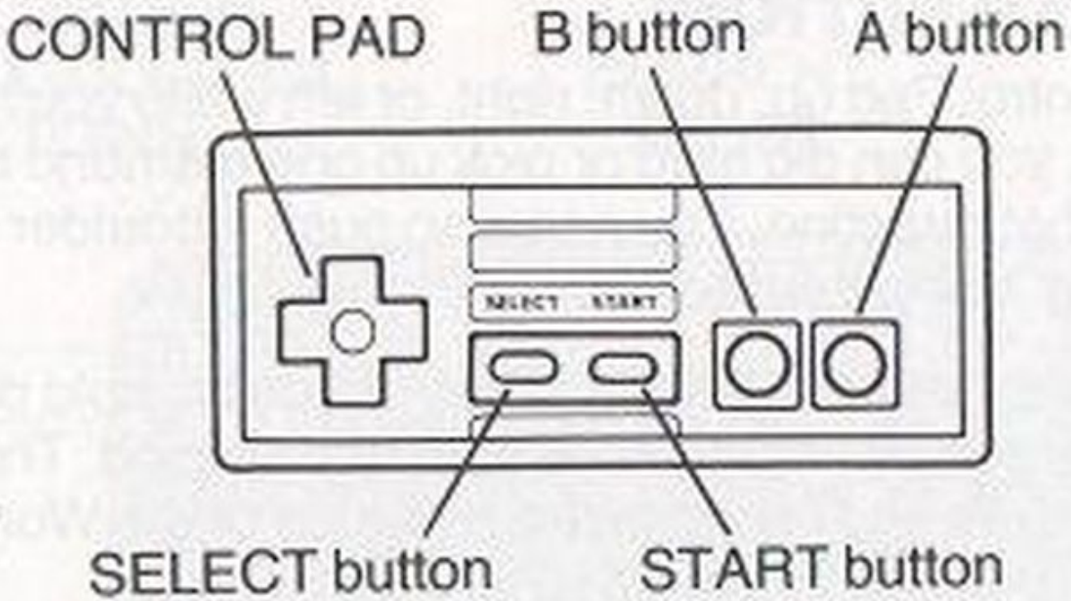
THE STORY

Stoneford, an old adventurer ill in bed, called his son, Rockford, to his side. Handing Rockford an old map, he said: "My son, you must take up the quest I never completed. Find the Secret Jewels of the Six Worlds, and you will be rich beyond your wildest dreams!" These were his final words.

As Rockford, your quest begins in the strange and perilous Boulder World! An underground world swarming with weird enemies, all out to prevent you from collecting the priceless diamonds just waiting to be mined. Can you master the enchanted walls, transform butterflies into jewels, find the mysterious escape tunnel, and get away from the growing amoeba before it engulfs you?

Six different magical worlds of adventure await you in BOULDER DASH!

USING THE CONTROLLER



CONTROL PAD

Moves Rockford up, down, right, or left.

START BUTTON

Press this button to start the game when the opening screen appears. If you leave the opening screen on for about thirty seconds, a demonstration of the game appears. Press the Start button to return to the opening screen and start the game.

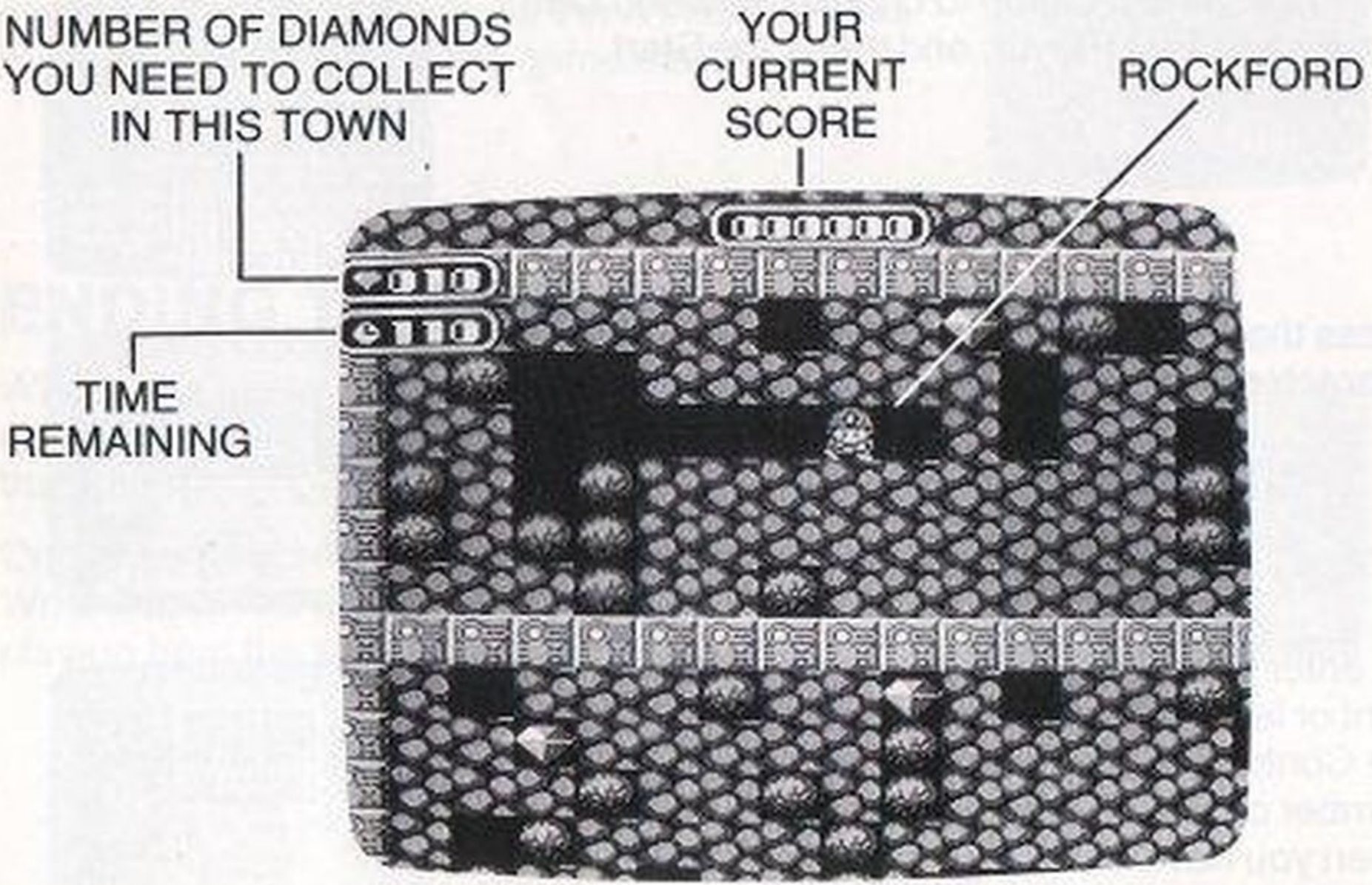
If you need to pause the game while you are playing, press the Start button. To go back to the game, press it again.

A BUTTON AND B BUTTON

If you move the Control Pad up, down, right, or left while you're pressing the A and B button, you can dig mud or pick up one diamond next to you without moving in that direction. You can also push a boulder away from you, without moving, using this technique.

When you are trapped and can't move in any direction, hold down the A and B buttons at the same time for more than one second. This allows you to escape from the town and return to the entrance of the World you are now in. But you will lose one Rockford when you do this.

SCREEN DISPLAY



STARTING THE GAME

Press the Select button to choose between One Player and Two Player, and press the Start button to decide.

Press the Control Pad right or left to choose your character's color, and press Start.

To enter your password, press the Control Pad right or left to move the cursor sideways, press the Control Pad up or down to change the number on the cursor, and press the A button when you have entered your password. If you are playing the game for the first time, just press the A button when the password screen appears.

The next screen shows you which world you are on. Press the Control Pad to choose which town you want to go to, then press the A button. Press the A button again, and the game starts.

ENDING THE GAME

When your game is over (what a shame!), you can choose whether to "END" or "CONTINUE" that game.

On the same screen, your password will appear. Write it down for next time, so you can begin playing from the same world where you left off.

GAME OBJECTIVE

As Rockford, the hero of this game, you have six Worlds to explore on your quest. Each World has four towns. Your goal is to collect the required number of diamonds in the towns of each World.

The number of diamonds you have to collect is shown at the top left of the screen. After you collect them all, a door will appear which leads to the next town.

When you have completed the four towns of a World, you can go on to the next World. You decide in which town you should start in each world.

NOTE: Each town has its own unique tricks and puzzles which you must solve in order to win.

When you use your password to begin playing in a World where you left off before, you must go through all four towns, even if you completed some of them before.

HOW TO PLAY

You begin the game with four Rockfords – one to play, and three in reserve. With every 2000 points you earn, you receive an extra Rockford. Rockford loses a life when he touches an enemy or something falls on him.

You can cause rocks or diamonds to drop by digging a hole under them. Be careful not to drop them on yourself, or they will crush you.

Some enemies turn into nine diamonds when they are hit by an object you have dropped.

You can move a rock until it touches another object to block it. You can only move rocks which have empty space on the other side of them, and only one rock at a time.

When you surround an Amoeba on all four sides with rocks, the Amoeba turns into a diamond. If you are lucky enough to enclose several Amoebas at the same time, all of them will turn into diamonds.

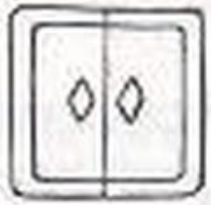
When an Amoeba touches another enemy, that enemy turns into nine diamonds.

The Amoeba multiplies itself during the game. When it reaches a certain number, it turns into a rock. Nobody knows what this number is.

BACKGROUND AND OBJECTS

DOOR

This appears when you collect the required number of diamonds in each town.



DIAMOND

This is the treasure you are seeking.

MUD

Rockford can dig through the mud.

NOTE: Be aware that the appearance of mud, rocks, and walls is not always the same. Each World has its own unique forms.

ROCK

Rockford can't dig through rocks. Rocks do not always look like rocks – in some towns, they look quite different from what you might expect.

WALL

Rockford can't dig through the wall.

SPECIAL STONE WALL

For certain periods of time when it is active, this wall changes rocks to diamonds.

ENEMY CHARACTERS

These enemies give you points when destroyed.

BUZZBUZZ

PINGPING

FLAPFLAP

BUBBLEBUBBLE

BIMBIM

GURIGURI

These enemies turn into diamonds when destroyed, but do not give points.

PUFFPUFF

PIROPIRO

TACKYTACKY

AMOEBA

USEFUL PLAYING TIPS

KNOW YOUR ENEMY

Some enemies move clockwise, while others move counter-clockwise along the wall of the tunnel.

CRUSH ENEMY AND BREAK WALL

When an enemy is crushed by a rock, the enemy explodes and breaks objects around it. So by crushing an enemy beside a wall, you can make a hole in the wall.

DROPPING A ROCK ON THE ENEMY

Dig a hole up to a rock until you are right under it, and wait for an enemy to appear below you. Then move aside to drop the rock onto the enemy.

GET HIGH SCORE WITH SPECIAL STONE WALL

If you find a Special Stone Wall, dig over and under it, and drop rocks on it. The first rock that hits the wall makes it active, so that for a certain period of time, the rocks that drop onto the wall will turn into diamonds as they fall through the wall. Be sure to clear room below the wall. When the wall's magic runs out, it acts as an ordinary wall.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

JMI warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to JMI or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

JMI shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if JMI has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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